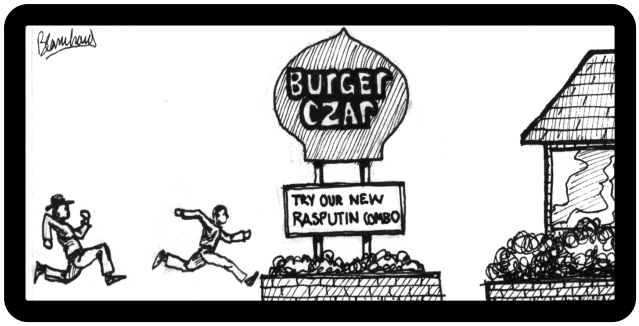
Popular Support

Popular Support is the populations general attitude toward their leadership in day to day affairs.

01-50 Support
51-75 Agree with most decisions,,.
76-85 Agree with few decisions.
86-90 Disagree with most decisions but are kept in line by fear.
91-95 Dislike their leadership and are kept In line by force and Fear.
96-97 Hate their leadership.
98-99 Are secretly plotting against their leadership.
00 Are currently about to revolt.



Town Bonus

This is an optional bonus chart for groups of survivors,, Gain one roll per every 50 survivors in a small town or survivor encampment.

01 Fixed Fortification for Group
02 Mines or Caves Known by Group
03 Extensive Tunneling by Group
04 Intact Gasoline Store with d4 x1000 gal,"
05 Intact Gas Station
06 Outstanding Auto Mechanic, survivor
07 Working Automobiles (d4)
08 Working Heavy Truck or Bus
09 Working Semi and Trailer
10 Working Military Truck

11 Intact Machine Shop
12 Intact Wood Shop
13 Intact Appliance Store
14 Intact Major Department Store
15 Intact Electronics Store
16 Electronic Tech Survivor
17 Machinist, Survivor
18 Intact Dog Kennel (d4 larger dogs)
19 Musician or Singer, Survivor
20 Intact Bus or Railroad Station

21 Intact Main Frame Computer
22 Intact Business Offices
23 Intact Portable Gas Generator
24 Intact Industrial Gas Generator
25 Still for Alcohol Production
26 Intact Bank Building With Vault
27 Intact Mental Health Facility
28 Intact Fallout Shelter
29 Intact Bar or Liquor Store
30 Intact Restaurant

31 Intact Historical Museum
32 Intact Book Store
33 Intact Place of Worship
34 Intact Theater
35 Intact Police Facility
36 Intact General Store
37 Intact Homes (d10)
38 Intact Helicopter
39 Intact Shoe Store
40 Intact Small Oil Refinery

41 Intact Warehouse, Empty
42 Intact Warehouse, Full of
43 Working Construction Equipment
44 Stores of Concrete and Steel
45 Stores of Welding Equipment & Gas
46 Food Warehouse
47 Intact VFW Post
48 Intact Food Processing Equipment
10% Chance of a Gamma Ray Sterilization unit for food Preservation. 20% chance of an electrical dehydrator.
49 Intact Party Store
50 Intact Refrigeration Truck

51 Working Tractor / Farm Equipment
52 Working Printing Press
53 Intact Radio Station
54 Intact Farm Supply Dealership
55 Intact Farms (d6)
56 Intact Library
57 Intact Ultra light Aircraft
58 Intact Small Plane
59 Intact Airport
60 Intact Jet or Transport Plane

61 Cows, (d6)
62 Sheep, (d10)
63 Goats, (d10)
64 Pigs, (d6)
65 Chickens, (d2O)
66 Horses, (d4)
67 Veterinarian Survivor
68 Intact Veterinary Hospital
69 Intact Feed & Seed Store
70 Intact Hobby Store

71 Intact Hardware Store
72 Intact Lumber Mill or Yard
73 Intact Paint Store
74 Intact Fast Food Outlet
75 Intact Furniture Store
76 Intact Automobile Dealership
77 Intact Clothing Store
78 Intact Church
79 Intact School
80 Teacher Survivor

81 Intact Doctors Office (GP's)
82 Intact Clinic

83 Medical Survivor
- 01-50 Nurse or Student
- 51-85 General Practitioner
- 86-95 Surgeon or Specialist
- 96-99 Specialized Specialist
- 00 Specialized Medical Technician

84 Intact Hospital
85 Intact Dentists Office
86 Dentist Survivor
87 Intact Pharmacy
88 Intact Medical Warehouse
89 Intact Emergency Rescue Truck
90 Rogue 417 vaccine (d100 units)

91 Gunsmith Survivor
92 Intact Gun Shop or Home Gunsmith's Eqpt.
93 Large Ammunition Supply (d4 x1000 rounds)
94 Grenades (d10)
95 Supplies from a Military Unit
96 Intact Sporting Goods Store
97 Intact Truck Dealership
98 Intact Local Armory
99 Intact Military Vehicle Facility
00 Intact Military Weapons Dump

Mapping

As players move into new areas to explore, aid or conquer, keep records of the areas general stability. Use the Area Management Sheet found at the back of this book.

Example Area

This is an example of a small town in Ohio that receives aid and is secured for a short time.

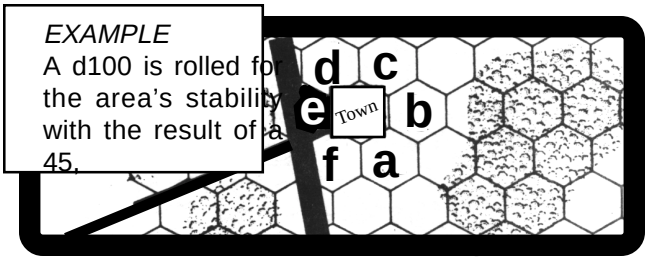
Stability

In Spring an IDET team comes into the Akron suburb of Heartville to aid survivors against a large band of Devastators. After a battle the surviving Devastates are driven off and Heartville enjoys peace.

This peace is short lived as other problems are brewing in surrounding areas. First index the center town's stability with the roll of a d100.

The result is an unmodified 45.

EXAMPLE
A d100 is rolled for the area's stability with the result of a 45.



The stability modifiers for this area are found from the general, surrounding area. The map showing Heartville has these 6 adjacent areas, pre-decided by the players' actions in other games or at the whim of the GM.

Modifiers

Empty Areas	+0	Unstable	-1
Mostly Stable	+1	Potentially Hostile	-3
Stable Areas	+3	Hostile Areas	-5

Heartville's Modifiers on the Map Are:

a	Unstable	-1	d	Unknown	+0
b	Empty	+0	e	Stable	+3
c	Unknown	+0	f	Mostly Stable	+1

STABILITY ROLL	45
MODIFIERS	+3
ACTUAL STABILITY	48

Stability

01-05 Multiple Problems in d4 game weeks,,
06-10 Serious, Problem in 2d4 game weeks,.,
11-50 Unstable, Problem in d4 game months..
51-75 Mostly Stable (roll again in 6 game months)
76-85 Stable (check again in 1 game year)
86-95 Stable (check again at GM's decision)
96-00 Stable

Other Modifiers

Areas may have other modifiers on their stability created by players or situations beyond their control'. Examples may include:

Securing Without Popular Support	-05
Disrupted Trade or General Living	-02
Pushing One's Views on Others	-05
Ruining a Good Thing	-05
Removing an Enemy or Bad Situation	+05
Aiding a Community in Dire Need	+03
Improving Health and Food Supply	+04
Rescuing Hostages	+06
Disposal of Stalkers and Prowlers	+03
Arming the Survivors Effectively	+02
Improving Shelters and Defenses	+03
Finding New Resources	+02
Survival or Medical Training	+03
Reallocating Hoarded Resources	-03
etc.	

Problems

Area problems are those little, annoying things that ruin a survivor's day. These may be intermittent or a constant threat.

01-50 FOOD SHORTAGES
- 01-50 From Mismanagement
- 51-75 From Outsiders
- 76-85 From Poor Harvests
- 86-95 From Own Leadership
- 96-00 Lack of Technology to Support a Larger Population

51-75 HEALTH
- 01-50 Common Sickness (colds, flu, viruses)
- 51-75 Uncommon Sickness (chicken pox, measles, mumps)
- 76-85 Diseases (cholera, typhoid etc.)
- 86-95 Plague, Anthrax, and Bio-War
- 96-00 Man Made Disease Bio-War Mutant Strains

76-85 VIOLENCE
- 01-50 From Outsiders
- 51-75 From Own Group or Leadership
- 76-85 From Individuals
- 86-90 From Outsiders and Themselves
- 91-95 From Other Communities
- 96-00 From Natural Disaster

86-95 ECONOMIC or SOCIAL PROBLEMS
- 01-50 From Outsiders
- 51-75 From Own Group or Leadership
- 76-85 From Individuals
- 86-95 From Other Communities
- 96-00 From Natural Disaster

96-99 TECHNICAL
- 01-75 Lack of Know-How
- 76-89 Lack of Materials
- 90-98 Lack of Tools
- 99-00 Sabotage

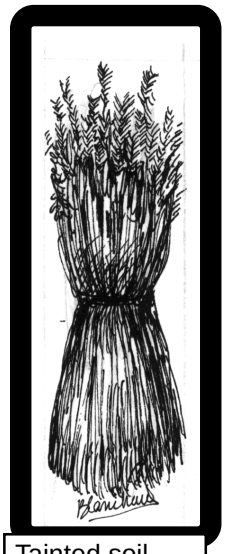
00 MULTIPLE PROBLEM (Roll d4 Times Above)

Farming

Weather is a changing factor in the lives of the survivors that may drastically reduce food production. Use seasonal modifiers when checking for crop production.

Seasonal Modifier

		CROP MODIFIER
SPRING SUMMER		
01	Dry, Drought	-30
02-03	Dry	-10
04-07	Normal	+0
08-09	Rainy	+10
10	Very Wet	-05
WINTER		
01	No Snow	+0
02-03	Little Snow	+0
04-07	Normal Snow	+0
08-09	High Snowfall	+05
10	Record Snowfall	+0
AVERAGE TEMPERATURE		
01	Abnormally High	-10
02-03	High	+05
04-07	Expected Averages	+0
08-09	Cooler Averages	-05
10	Abnormally Cold	-10
CROP MODIFIERS		
01	Tainted Soil	-20
02	Poor Soil	-10
03	Insect Control	+05
04	Insect Infestation	-10
05	Rodent Infestation	-20
06	Outstanding Soil	+20
07	Good Soil	+05
08	Fertilizer	+10
09	Good Soil Care	+10
10	Pest Control	+05
11	Soil Conservation	+05
12	Good Irrigation	+15



Tainted soil only poisons the produce in most cases.

Agricultural Training gives a +2 per level of the skill, whether farmer or teacher as long as the skill is used over a years time on a specific area.

Crop Yield

01-05	10% expected crop
06-10	25% expected crop
11-25	50% expected crop
26-50	75% expected crop
51-75	90% expected crop
76-85	100% expected crop
86-98	110% expected crop
99	120% expected crop
00	150% expected crop

Produce

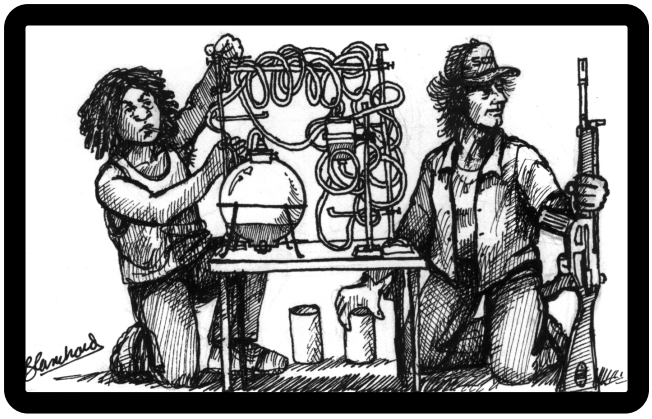
An average acre (43,560 sq. ft'.) can produce quantities of vegetables in these general ranges as indexed by soil quality. Amounts are in bushels.

Type	Poor	Good	Excellent
Grains	010	025	035
Corn	020	090	105
Potatoes	050	150	210
General Vegetables	050	100	150
Squash Types	075	150	200

Fruit Production

An average tree can produce quantities of fruit in these general ranges. Index by the age / quality of the tree. Amounts are in Bushels. Poor trees produce d4 bushels less'. excellent trees produce d4 bushels more.

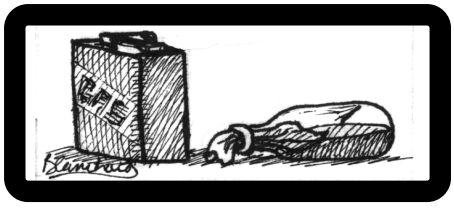
	Young	Mature	Old
Apples	04	06	04
Cherries	0.50	02	01
Plums	01	03	02
Pears	02	05	03
Peaches	03	04	03
Nuts	01	02	01



Alcohol

Many vegetable crops can be fermented and distilled to become a source of alcohol fuel or drinkable spirits that can be good trade items.

a Cold Water Cooler
b Corn Mash (beer) fermented in barrels. (Ground corn and corn malt.)
c Copper Cooking Tank
d Fire
e Sugar (optional)
f 10 Days Processing



Alcohol Yield

This system results in the production of 1 to 2 gallons of 200 proof (100%) pure grain alcohol per bushel of grain.

With the addition of 40 pounds of sugar to each fermentation barrel during processing the resulting mix will produce 5-6 gallons of grain alcohol per bushel of corn used.

Alcohol Conversion

Conversion of old, gas engines and power, generating equipment is a simple process that most survivors with Auto Repair 8 or general engineering skills can accomplish. Per 20 hours work and a good machine shop, roll a d10.

Conversion Result	
01	Engine sputters, dies, runs very badly, if at all.
02-03	Engine runs, though not well. Operates at 25% of expected performance..
04-07	Engine Runs, will be destroyed in time or d1O x1000 miles of use. Runs at 50% of expected performance..
08-09	Engine Runs at 75% of expected norm..
10	Engine Runs as expected.

Barter

Barter is what is valuable for the moment, or until something more important or rare comes along. In the world of Rogue 417 the only stable barter items are weapons, medicine, technical expertise, food, and fuel, While exact trade figures are not possible to create these guidelines will give a dollar equivalency value for many general goods. This price system may be based on a Silver Dollar (1 oz. coin or equivalency) becoming common currency.

ITEM	First Year	Early Years	Later Years
Gasoline Gal.	$5	$10	$50
Alcohol Gal.	$3	$10	$20
Diesel Gal.	$3	$20	$30
Aviation Gas Gal.	$9	$40	$85
VEHICLES			
Gasoline Power	$10	$100	$500
Alcohol Power	$100	$500	$1000
Electric	$200	$500	$2000
Human Power	$25	$150	$250

Add +25% for trucks.
Add +50% for military trucks.

MEDICINE			
Aspirin, etc	$2	$4	$8
Antibiotics	$10	$50	$100
General Drugs	$5	$10	$25
Herbal Medications	$5	$10	$20
Illegal Drugs	$200	$500	$1000

BOOKS			
Text	$1	$20	$50
Encyclopedia	$2	$35	$75
How-To Guide	$10	$50	$100
Historical	$1	$1	$3
Fiction	.25	.50	$1
Maps	$5	$10	$20
INCIDENTALS			
Fish Hooks	$1	$2	$3
Axe	$2	$4	$6
Rope	$1	$2	$4
Razor Blades	$1	$2	$10
Needles	$1	$2	$5
Tools (general)	$2	$5	$10
Fine Tools	$5	$10	$50
Paint	$2	$4	$8
Chainsaw	$5	$10	$20
Old Printing Press	$5	$50	$200
Paper	$1	$10	$20
Pens/Pencils	$1	$2	$3
Soap	$1	$5	$2
CLOTHING			
Bolt of Cloth	$10	$20	$30
Boots, Good	$20	$40	$60
Athletic Shoes	$2	$4	$8
Jeans	$1	$4	$10
Jacket, Winter	$5	$10	$20
Gloves, Work	$1	$2	$4
ELECTRONICS			
Computer	$1	$10	$50
Radio	$5	$10	$5
CB Radio	$10	$40	$100
TV	$1	$20	$40
Porta Stereo	$2	$20	$40
Ceramic Heaters	$20	$40	$20
VCR	$1	$20	$60
Light Bulb	$1	$2	$5
Gas/Alcohol Generator (working, small wattage)	$500	$1000	$2000
Copy Machine	$1	$100`	$500
Power Tools	$2	$50	$100
FOODS (per Pound or Quart)			
Canned Food	$3	$5	$2
Smoked Meats	$10	$6	$2
Fresh Vegetables	$3	$5	$2
Dried Fish & Game	$2	$3	$2
Home Canned	$5	$7	$4
CONSUMABLES			
Tobacco (oz.)	$2	$5	$1
Whiskey (Quart)	$10	$20	$5
Beer	$5	$10	$2
Candy	$2	$5	$7
Coffee	$5	$10	$50
Chocolate	$7	$20	$40
Salt/Spices	$1	$2	$4

LIVESTOCK			
Dogs	$10	$25	$10
Pigs	$100	$200	$60
Sheep	$75	$150	$50
Goats	$75	$100	$40
Fowl	$20	$40	$10
Rabbits	$10	$5	$2
Cows	$200	$300	$200
Bull (good)	$200	$500	$400
Horses	$300	$400	$500
Cats	$2	$4	Free
WORK PER HOUR			
Labor	$1	$2	$3
Electronic Tech	$1	$2	$5
Mechanic	$2	$4	$10
Doctor	$2	$5	$20
Teacher	$1	$2	$3
Gunsmith	$5	$10	$20
Vigilante	$2	$5	$10
Blacksmith	$2	$5	$10
Tailor	$1	$1	$1
WEAPONS ROUNDS (Per Round)			
Small Cal. Handgun	.25	.50	$1
Small Call Rifle	.50	$1	$5
Lg. Cal. Handgun	.50	$1	$5
Lg Cal. Rifle	$1	$2	$10
Shotgun Shell 12g	$1	$2	$4
Grenade	$10	$20	$50
Gunpowder Lb.	$10	$20	$5
Smokeless	$20	$100	$50
Dynamite	$20	$40	$20
WEAPONS			
Pistols/Revolvers	$20	$50	$100
Seni-Autos	$50	$75	$100
Assault Rifles	$75	$150	$300
Machine Guns	$75	$200	$500
Muzzle Loaders	$20	$80	$200
Rifles Sm. Call	$20	$50	$75
Rifles Lg Cal.	$50	$75	$100
Shotguns	$50	$75	$150
Reloading Eqpt.	$100	$500	$1000
Bow, Hunting	$20	$50	$30
Bow, Compound	$50	$150	$300
Crossbow	$75	$100	$200
Pistol Bow	$10	$20	$50
Arrows/Bolts	$1	$3	$1
CS Gas	$5	$10	$20

Black Powder

Black powder, manufactured by survivors, is used primarily in shotguns, muzzle loaders, and weapons with simple mechanisms.

The large volume of corrosive residue and lack of chamber pressure will jam most semi automatic weapons trying to use black powder reloads after the first shot.

Currency

Currency across the surviving communities is varied,, The return of gold and silver gave a minor stability to economics and trade.

Gold	$20.00
Silver Dollar	$01.00
Silver Half Dollar	$00.50
Silver Dime	$00.10
Penny	$00.01

Traders

This is the general personality of traders in the post-plague world. A traders CTD is a random d10O roll. CTC is the chance of being cheated, If cheated, roll on CTD or the survivors chance to discover the fraud. Add related skill modifiers in trading, 5% per level of skill of the trader or buyer. PCC is a players chance to cheat a trader

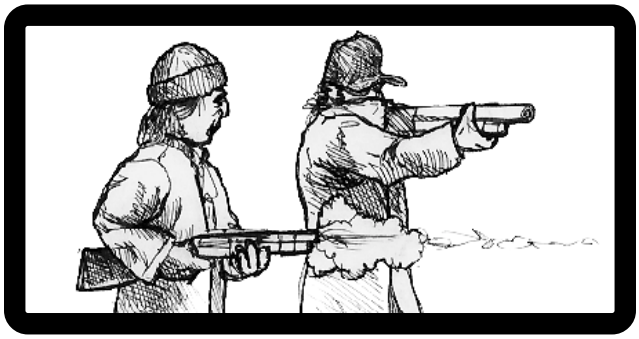
Trader		CTC	CTD	PCC
01-50	Fair	05%	80%	75%
51-75	Average	10%	60%	65%
76-85	Sharp	15%	50%	55%
86-90	Fair	20%	40%	40%
91-95	Profiteer	30%	30%	25%
96-98	Shark	50%	20%	10%
99-00	Land-Shark	65%	05%	05%

Cheating may involve misquotes, switched merchandise, miss-counts, or any of a number of possible ways to gain from a sale.

Quality

Merchandise quality is the general chance an object purchased will last its expected lifetime of use, CHA is the chance to function its normal life span. CTD is the chance to detect worthless material from the outside appearance.

Quality		CHA	CTD
01-02	In the Box	99%	01%
03-10	New	98%	03%
11-50	Outstanding	90%	05%
51-75	Expected	80%	10%
76-85	Good	75%	20%
86-90	Fair	50%	40%
91-95	Poor	35%	60%
96-98	Awful	20%	80%
99-00	Rubbish	10%	95%



Gunpowder

Gunpowder traded are often lacking the necessary, pre-plague production quality to insure the proper operation of weapons. The listed percentages are for ignition of the powders. MOD is Modern Smokeless Powder. BLA is traditional Black Powder.

Powder Quality		MOD	BLA
01-50	Good Quality	97%	97%
51-75	Acceptable Quality	90%	95%
76-85	Poor Quality	75%	85%
86-90	Bad	60%	75%
91-95	Terrible	45%	55%
96-98	Awful	35%	40%
99-00	Rotten	25%	35%

Re-Loads

Purchase of reloaded shells can also be a dangerous guesswork where the manufacturer is unknown and at best moderately skillful at making powder and repacking rounds. This applies mostly to modern, semi-auto weapons.

PROBLEM		MODIFIER
01-50	Improper Chemical Manufacture	-10%
51-75	Damp Powder	
	Modern Smokeless	-15%
	Black Powder	-20%
76-90	Bad Primers (will not fire)	
91-95	Insufficient Powder	a
96-97	Contaminated Powder	b
98-99	Mixed Powder Types	c
00	Bogus Powder	d

a Round jams in the weapon or does half of the expected damage in penetration.

b Powder cut with nonburnable material in semi-auto weapons has the same effect as 91 with the addition of a 5% cumulative chance of a misfire.,

c Mixed powder, modern and black, creates a corrosive residue in a semi-auto weapon that will eventually promote jamming with a 5% cumulative chance per use.

d Bogus powder will not fire and stops a semi-auto weapon from firing until the shell is ejected manually.

Selling

Selling goods to a trader may not always give the seller the profit he or she strives for.

01-50 Will offer 10'%of the expected value.
51-75 Will offer 25% of the expected value.
76-85 Will offer 50% of the expected value.
86-90 Will offer 75% of the expected value.
91-95 Will offer 100% of the expected value.
96-98 Will offer 150%of the expected value
99-00 A "must have" item with (d4+1) x100% of the expected, trade value",

Hunting

The general pastime of many survivors is finding foods In areas where farming is not possible the survivor must hunt for game.

These tables provide general guidelines for such hunting, The animals listed are general examples that are found in most regions of the US and Canada.

Game Type

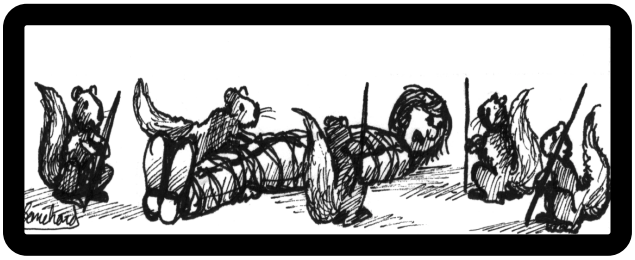
01-85 Small Game
86-95 Medium Game
96-00 Large Game

Hunter Finds in Trap

01-75 Nothing
76-85 Small Game
86-90 Medium Game
91-95 Large Game
96-97 Other Hunter
98-00 Trap Sprung

% To Trap	SMALL	MEDIUM	LARGE
TRAP	GAME	GAME	GAME
Dead Fall	45%	65%	45%
Box Trap	75%	10%	n/a
Snares	60%	40%	25%
Pits	20%	40%	60%
Pits w/Spikes	30%	60%	80%
Booby Traps	40%	60%	80%
Jaw Traps	80%	60%	40%

Set for expected size of animal +10%
Set for improper size of animal -20%



GAME TYPES

This is a general table for wild game in North America. Southern regions will also have Gaters and Sea Mammals. With escaped Zoo animals and predators other more unusual finds are possible.

Roll	SMALL GAME	MEDIUM GAME	LARGE GAME
01-50	Squirrels	Raccoons	Deer
51-75	Rabbits	Wild Dogs	Cattle
76-85	Pheasants	Possum	Boars
86-90	Skunks	Groundhog	Bears
91-95	Rats	Bobcats	Horses
94-98	Cats	Badgers	Elk
99	Gophers	Wolverines	Moose
00	Weasels	Children	Adults

Fishing

A roll for fishing Is attempted once per fifteen minutes. Add +25% on general weight for any salt water fishing.

01-05	Line Snags, Hook Lost			
06-25	Nothing, Bait Missing			
26-50	Very Small Fish	d6		oz.
51-75	Small Fish	d6	+06	oz.
76-85	Medium Fish	d6	+12	oz.
86-90	Large Fish	d4	+00	lbs.
91-95	Very Large Fish	d4	+04	lbs.
96-98	Huge Fish	d6	+10	lbs.
99-00	Turtle	d6	+01	lbs.

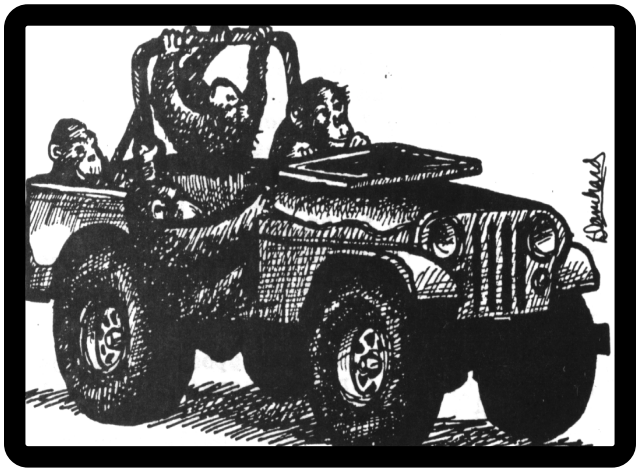
Disease in Wild Game

While most wild game is edible, there is a base 2% chance an animal is infected with a disease that can be transmitted to man These can include rabies, plague, bacterial, and parasitic infections Most birds, fish, reptiles, and insects are edible and do not carry man communicable diseases though a few are poisonous in the 1-6 rated range.

Preservation

Larger game can be cured and smoked by hunters with a minimal amount of experience and a little time First the animal is cleaned and divided. For simple preservation 1 pound of salt is required per ten pounds of meat. Any experience levels of camping, hunting, or food processing add a +5% chance of success on the outcome of the preservation attempt.

01-20	Rots, Fails Miserably
21-50	.50x d100% Meat Preserved
51-75	d100% of the Meat Preserved
76-85	100% of the Meat is Preserved
86-98	Preserved, Tradable
99-00	Perfectly Preserved



Animals

In the later years, after Rogue 417, the survivors were to learn of other rare effects on animals Rogue, tailored for humans, only killed animals at a 5% rate. Many animals, after suffering through fever, gained an intelligence far in excess of what they had.

The higher apes attained near human levels of reasoning and memory. These changes were permanent and passable to their offspring's In even rarer instances a form of mass, or gestalt mind was developed by smaller animals, birds, reptiles, and community insects like ants or bees,.,

Many larger animals began to think, plan, and eventually survive by eliminating their old enemies Man was predominant on the list.

Food Spoilage

In a short time the "store" food reserves were scavenged out of existence by hungry survivors who knew little of growing or finding natural food.

Preserved food became barter and finally, a fought-over luxury. Roll a d100 for Quantity of Food Found.

01-50	Only 1 type
51-75	Only d4 types
76-80	dl0 types
81-85	d20 types
86-90	dl0 +05 types
91-95	dl0 +10 types
96-97	d4 cases. Case = (a4x dl2 of one type)
98-99	d4 +2 cases Case = (d4x dl2 of one type)
00	Roll d6 times on the above 'Quantity' chart for a major find.

Spoilage Over Time

Index food finds by time and roll over the percentage for non-spoilage. Spoiled food is indexed from the Food Poisoning Chart. Usually case lots will have the same general spoilage rate unless the GM is a sadist. TYPE :Type of food found. VAL :Food Value per serving, per ounce or general serving measure.

A	Less than 1 year,			
B	From	01	to	02 years.
C	From	02	to	04 years.
D	From	04	to	10 years.
E	From	10	to	20 years.
F	From	20	to	30 years.

Packaging Modifiers

01	Fresh	Increase spoilage by 50%
02	Dried	Increase spoilage by 25%
03	Chemical	Use Listed Tables
04	Canned	Decrease spoilage by 25%
05	Freeze Dried	Decrease spoilage by 50%
06	Irradiated	Decrease spoilage by 75%

Listed percentages are the chance the food is spoiled'. Roll over these with modifiers to have edible food.

TYPE		A	B	C	D	E	F	VAL
01	Apples	05%	15%	25%	50%	75%	95%	2.00
02	Apricots	10%	25%	35%	65%	85%	95%	0.50
03	Asparagus	15%	35%	45%	75%	85%	95%	0.50
04	Bacon	65%	75%	85%	95%	98%	99%	1.00
05	Bakery Mix	05%	15%	25%	50%	75%	95%	0.50
06	Barley	10%	25%	35%	65%	75%	95%	1.00
07	Beans	05%	10%	15%	25%	50%	90%	1.50
08	Beef	60%	70%	80%	90%	95%	98%	3.00
09	Beets	10%	25%	35%	65%	85%	95%	0.50
10	Berries	20%	40%	50%	80%	90%	98%	0.50
11	Candy	25%	45%	55%	85%	95%	98%	1.00
12	Carrots	05%	15%	25%	50%	75%	95%	0.50
13	Cat Food	60%	70%	80%	90%	95%	98%	1.00
14	Catsup	15%	35%	45%	75%	85%	95%	0.20
15	Cereal	10%	25%	35%	65%	75%	95%	1.00
16	Cheese	20%	40%	50%	80%	90%	98%	2.00
17	Gum	05%	10%	15%	25%	5O%	75%	0.10
18	Chicken	60%	70%	80%	90%	95%	98%	2.00
19	Chile	20%	40%	50%	80%	90%	95%	1.50
20	Chocolate	20%	40%	50%	80%	90%	95%	1.50
21	Cocoa	10%	20%	30%	55%	80%	95%	1.00
22	Coconut	10%	25%	35%	60%	85%	98%	1.50
23	Coffee	05%	15%	25%	45%	75%	90%	0.10
24	Cookies	15%	30%	40%	7O%	80%	98%	1.50
25	Corn	05%	10%	15%	25%	50%	90%	2.00
26	Crackers	25%	45%	55%	85%	95%	98%	0.50
27	Cranberries	15%	35%	45%	75%	85%	95%	0.70
28	Cream	65%	75%	85%	95%	98%	98%	0.70
29	Creamer	15%	35%	45%	70%	85%	95%	0.10
30	Dessert Gel	20%	40%	50%	75%	90%	95%	1.50
31	Dog Food	15%	30%	40%	70%	80%	95%	1.00
32	Eggs	65%	75%	85%	95%	98%	98%	1.00
33	Fish	65%	75%	85%	95%	98%	98%	1.75
34	Flour Wheat	15%	35%	45%	70%	85%	95%	0.50
35	Flour Rye	20%	40%	50%	75%	90%	98%	0.70
36	Frankfurter	65%	75%	85%	95%	98%	98%	2.00
37	Fruitcake	15%	30%	40%	70%	80%	98%	0.50
38	Fruit Candied	15%	30%	40%	75%	85%	98%	1.50
39	Fruit Cocktail	15%	25%	35%	45%	75%	95%	2.00
39b	Gelatin	25%	45%	55%	75%	90%	98%	0.50
40	Grapes	20%	40%	50%	80%	90%	98%	0.50
41	Grapefruit	25%	45%	55%	80%	95%	98%	0.50
42	Ham	65%	75%	85%	95%	98%	98%	2.50
43	Hamburger	70%	80%	90%	95%	98%	98%	2.00
44	Ice Cream	50%	65%	75%	85%	95%	98%	3.00
45	Jam, Fruit	15%	35%	45%	70%	85%	95%	0.50
46	Jelly, Fruit	15%	35%	45%	70%	85%	95%	0.40
47	Lard	65%	75%	85%	95%	98%	98%	1.50
48	Lemon	25%	45%	55%	80%	95%	98%	0.50
49	Lunch Meat	60%	70%	80%	90%	95%	98%	1.00
50	Macaroni	15%	25%	35%	45%	75%	95%	2.00
51	margarine	50%	65%	75%	85%	95%	98%	1.00
52	Marmalade	15%	35%	45%	70%	85%	95%	0.60
53	Marshmallow	65%	75%	85%	95%	98%		1.00
54	Mayonnaise	75%	85%	95%	98%	98%	1.00	
55	Milk	30%	50%	60%	85%	95%	98%	1.50
56	Molasses	15%	35%	45%	70%	85%	95%	0.50
57	Mustard	10%	30%	40%	65%	80%	95%	0.10
58	Mushrooms	30%	50%	60%	85%	95%	98%	0.10
59	Noodles	15%	35%	45%	70%	85%	95%	2.00
60	Nuts	25%	45%	55%	80%	90%	95%	4.00

TYPE		A	B	C	D	E	F	VAL
61	Olives	15%	35%	45%	70%	85%	95%	0.10
62	Olive Oil	35%	55%	65%	90%	95%	98%	0.50
63	Onions	20%	40%	50%	75%	85%	95%	0.50
64	Oranges	25%	45%	55%	80%	95%	98%	0.50
65	Peaches	10%	25%	35%	65%	85%	95%	0.50
66	Peanut But.	10%	25%	35%	65%	85%	95%	1.00
67	Pickles	20%	40%	50%	75%	85%	95%	0 20
68	Pie Filling	15%	30%	40%	70%	90%	95%	I.50
69	Pineapple	25%	45%	55%	80%	95%	98%	2.00
70	Plums	10%	25%	35%	65%	85%	98%	0.50
71	Pork Chops	25%	45%	55%	80%	95%	98%	3.00
72	Potato	15%	25%	35%	65%	85%	95%	1.20
73	Peas	25%	45%	55%	80%	90%	95%	1.00
74	Pears	15%	30%	40%	70%	85%	95%	1.00
75	Prunes	15%	30%	40%	70%	85%	95%	0.50
76	Raisins	20%	40%	50%	75%	85%	95%	1.00
77	Rice	25%	45%	55%	80%	90%	95%	2.00
78	Salad Dressing	35%	55%	65%	90%	95%	98%	0.70
79	Salad Oil	15%	35%	45%	70%	85%	95%	0.70
80	Salmon	15%	25%	35%	65%	85%	95%	1.00
81	Sauce, Meat	25%	45%	55%	80%	90%	95%	0.00
82	Sardines	20%	40%	50%	75%	85%	95%	2.00
83	Sausage	15%	25%	35%	65%	85%	95%	1.50
84	Shortening	25%	45%	55%	80%	90%	95%	0.50
85	Shrimp	20%	40%	50%	75%	85%	95%	2.00
86	Soup	15%	25%	45%	70%	80%	95%	1.00
87	Spaghetti	15%	25%	35%	65%	85%	95%	3.50
88	Spinach	15%	25%	45%	75%	90%	95%	0.50
89	Starch	15%	35%	45%	70%	85%	95%	I.00
90	Sugar	20%	40%	50%	75%	85%	95%	0.50
91	Tea	20%	35%	45%	70%	80%	95%	0.10
92	Tomato	20%	40%	50%	75%	85%	95%	0.30
93	Tuna, Water	20%	40%	50%	75%	85%	95%	1.50
94	Tuna, Oil	20%	40%	50%	75%	85%	95%	2.00
95	Turkey	25%	45%	55%	80%	95%	98%	2.00
96	Vegetables	15%	25%	45%	75%	85%	95%	1.00
97	Vinegar	10%	15%	25%	45%	65%	85%	1.00
98	Yeast	25%	45%	65%	85%	95%	98%	0.00
99	01 Beer	20%	55%	85%	95%	98%	98%	1.50
	02 Booze	10%	15%	25%	50%	75%	85%	1.00
	03 Wine	05%	10%	15%	25%	50%	75%	1.00
	04 Soda	10%	15%	25%	50%	75%	95%	0.50
00	SURVIVAL MEAL PACK (Military)							
	01 Air	15%	35%	45%	70%	85%	95%	12.0
	02 Combat	10%	30%	40%	65%	80%	90%	15.0
	03 Sea	15%	35%	45%	70%	85%	95%	12.0
	04 Survival	10%	30%	40%	65%	80%	90%	20.0

Fresh Foods

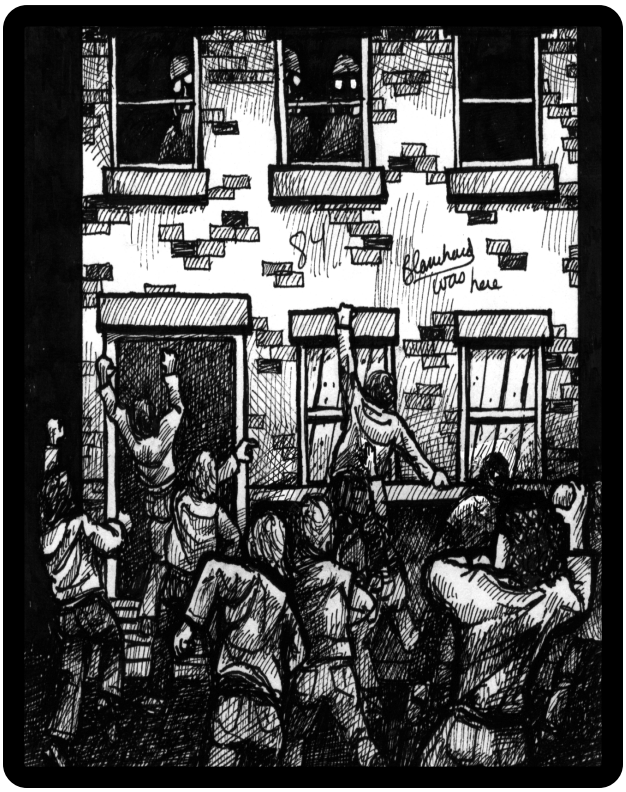
Most natural, fresh foods have a O.2 bonus for value. This includes meats, vegetables, fruit and fish. Most natural, game meats can be dried or chemically cured by smoking or packing in salt. Fruits and vegetables can be dried.

Cannibalism

Though not recommended, humans can be classified as an edible, meat source. Fortunately, the reactions of survivors to any form of human cannibalism is -5 on the offender's, charisma score, if discovered.

	A	B	C	D	E	F	VAL
Human, Adult	65%	75%	85%	95%	98%	98%	2.00
Human, Child	65%	75%	85%	95%	98%	98%	2.20

Scenario #1



ROGUE NIGHT

Rogue Night is a simple starter scenario for 2 to 10 players that begins as society commences its rapid collapse.

Characters are a National Guard unit in protective suits with filter masks They have been dropped in the inner city to guard a special cargo of two, sealed crates. Their orders state: In no circumstances should the crates be opened under penalty of execution. Their building is to be held until they are relieved in 12-24 hours.

The Building

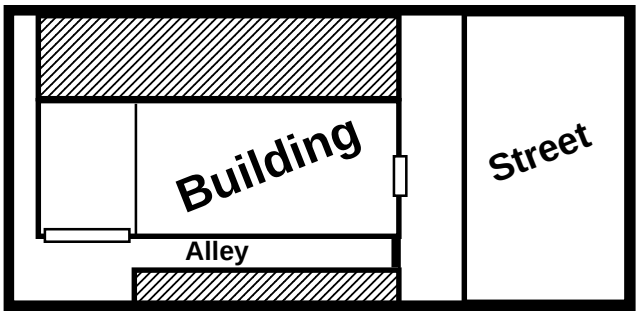
The building is an old brick store, empty, with a garage The building has the general furniture found in an old building. Steel shutters have been installed on all first, second, and basement windows", The rear garage door and side door are also steel Four steps lead to the front door which has a second, steel door behind the first, decorative door.

In the Garage

In the garage Is a Duce and a half or military) transport truck. It is fueled and ready to go, If searched the back of the truck will produce a light, anti tank weapon (M72 LAW), 2, fragmentation grenades, and 50, loose rounds for an M16. In the corner of the garage is a portable generator that can power e building after 30 minutes of work to start it.

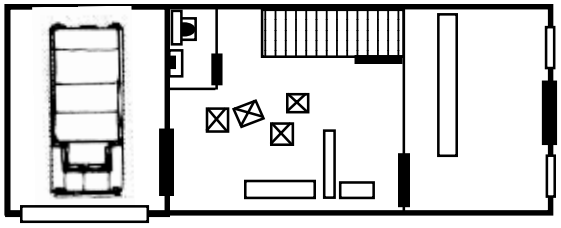
Weapons

Characters are armed identically with: M16 Al with 2 clips of 20 shots. Two of the characters are armed with a 9mm pistol with 2 clips of 10 rounds each. Each character has a backpack and a knife. If a character is an MD he or she, will have a doctor's, medical kit with general equipment.



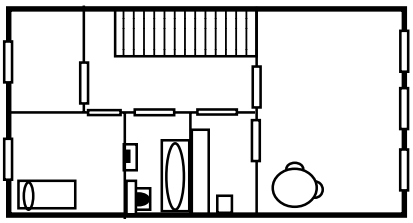
Street Map

This is a general map of the area of the building. The front of the flat roof has decorative stonework that extends 30 inches above the surface of the roof. The building is 40 feet high. It is separated from the next building by a distance of 6 feet. There are no side windows,,, Only the 3rd and the 4th floor have rear windows The 4th floor also has a ladder and a hatch to the roof.



Floor Plan

This is a general floor plan for floors 2,3, and 4. The basement is an open area with a furnace, a workbench, and the tarped bodies of 4 guardsmen presumed dead of Rogue 417,



Upper Floors

Floors 3 and 4 have been cleaned of furniture Floor 2 gives a direct access to the flat roof of the garage. These windows have heavy steel shutters that can not be opened by anything short of explosives or a key from the inside. Firing through the shutters from the inside gives the attacker a (-3) modifier to hit.

Protective Suits

Protective suits stop damage like leather armor but give the user an AGL modifier of -1 on any stunts and a -1 on any ACC use because of the bulky hood and filters. If a suit is ripped or punctured the chance of contracting Rogue Is 80% per hour. Roll on symptoms and time if this occurs.

Holding the Building

It was once quoted, “Fixed fortifications are a monument to the stupidity of man” and this situation is no exception. Your team will now have a chance to prove this wrong as they hold a position. Follow the events timetable with additions at the GM’s discretion.

Time Table

This timetable is the general sequence of events during Rogue Night., The GM may expand this list or the events timetable.

AM

09:40 Group arrives, takes command of the building from two other guardsmen who leave.

10:30 Small group knocks on the front door and will demand to know if this is a vaccine station. On the discovery it is not, they become rowdy and accuse the guards of being liars, before finally leaving.

11:00 A quiet mob of 25+ now forms in the front of the building. Restless, scared, and dirty, they begin to listen to a tall man who claims that Rogue vaccine is stored inside.

11:15 Police Officer knocks on the door and asks to talk. He is feverish and has the first signs of Rogue 417. Officer Sanders is lucid and calm about the brewing situation. After talking, if treated well by the players, he will attempt to calm the crowd that has swelled to 50+.

11:30 Man with a rifle peppers the building and will then shoot the officer if he is talking to the crowd (wounding him only). The gunman screams for the National Guards immediate surrender of the Rogue vaccine. If the crowd is dispersed by force or gunfire they will stampede back to the safety of the buildings to regroup.

PM

12:00 The mob has returned and grown to 150+. A woman and two small children make their way to the buildings front steps where she pleads with the Guard to release of the vaccine. She leaves the children if she does not gain entry. The children are a blatantly obvious, psychological ploy. Of the two, the 4 year old is sick and the 7 year old has been instructed to open the rear door if she can.

12:30 Several people with small caliber rifles begin the assault on the building by shooting at and through unshuttered windows. A group will begin pounding on the back door.

1:00 Three people will gain access to the roof and wait until the entry hatch is unlocked They are armed with 2 hunting knives, .22 cal. pistol (5 shots), and a 1 gallon can of gasoline. If they are undisturbed, they will quietly begin to work the hatch open with small tools. They will gain entry at 1:45. Anyone near the hatch can hear the activity. If shot through the ceiling there is 25% chance of a hit to the Gas can and a 25% chance it ignites,., Any guardsman on the roof is a target for a sniper on the opposite roof.

2:00 Group on roof continues work. A second group in a neighboring basement begins to tunnel into the basement.

2:30 Third group sneaks a small gas welder behind the building and begins to cut into the hinges of the rear, steel door. They will free the door and rush in at

3:05. The guardsmen in the area will smell burning in the back room. The group of 4 is armed with two small cal. pistols, the welder, and a small knife.,

3:00 The next hour is filled with small attacks and the general pleading of the victims as they begin to literally die on the steps,

3:30 By now a thick pallor of smoke hangs over the city. Fires in the distance can be seen as well as small explosions. Pillars of flame and smoke add to the thick smog of a summer, temperature inversion. Gunfire, screams, and an occasional blast of flame, can be seen as fuel detonates

4:00 Radio message confirms help is coming at 7:00 and to hold the position at any costly

5:00 A sound of a revving motor can be heard in the distance.

5:15 A garbage truck lumbers around the far corner and begins to pick up speed as it lumbers towards the building. Its windows are blocked with sheet steel. The truck will ram the front of the building unless it is stopped in some creative fashion or with a LAW. The LAW has a minimum range of 150 feet. A hit on the truck effectively stops it by blowing it to flaming pieces.

6:00 Tunneling in the basement will break through at this point where 10 men will attempt to creep up the stairs to the first floor and attack the guardsmen. Each of the members of the group is armed each with a knife. There are 2 small call pistols (.22), a ,38, a .45 .

6:30 The pile of tarped guardsmen in the basement, previously assumed dead of Rogue 417, will begin to stir as a single guardsman has passed the coma stage and is now a savage Prowler.

7:00 The sounds of gunfire are heard as a bus now approaches the building,. They see automatic, weapons fire from armored, window ports on any unlucky enough to be in the street as relief pulls up in front of the building,, A major orders the door open as he takes command., Suited figures secure the area in front of the building

He identifies himself as Major Daniels and orders the unopened cases to be loaded into the truck He informs the guardsmen they will be picked up by a second bus in 30 minutes,.. He has two cases dropped off the bus, Labeled “Ammunition.”

This all happens very fast. Any infected guardsmen or survivors, including the two children and any prisoners are brought out and shot dead by the Major’s squad.

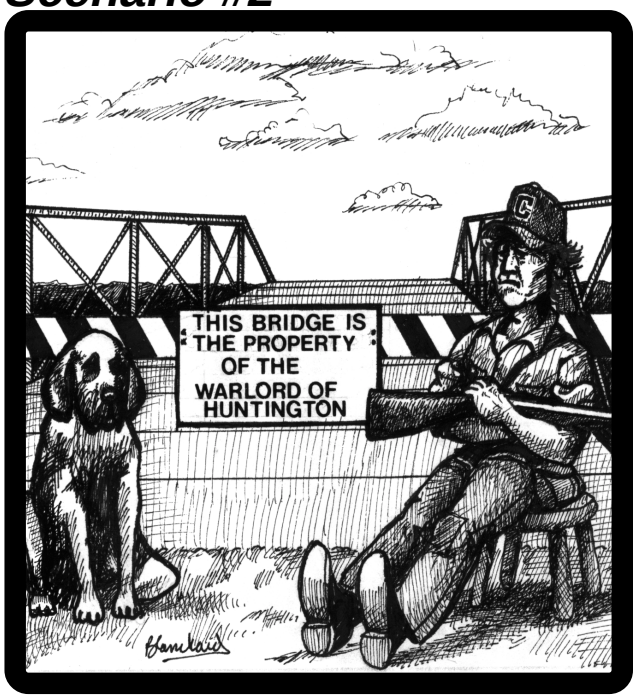
End

The group’s truck will be taken, the bus will leave. The boxes labeled Ammunition contain business records and useless personal effects belonging to a corporate president..

The boxes stored in the building contained more personal effects and records of a Tramico, Oil Co. executive retreat in the Appalachians, wine, (10) frag grenades, 3 M16’s with 3000 rounds, and 350 doses of Anti-Rogue serum in handy, disposable injectors.

If your group follows orders, obviously, they will die waiting. The second bus will never arrive. Give them 1000 experience points if they manage to survive the effects of Rogue 417. Give them 4000 for taking the initiative, opening the crates and saving a lot of civilians.

Scenario #2



Warlord

Your National Guard Squad and The Fringeworthy have been in central Ohio for a month. Work has involved organizing survivors, and setting up hospitals, and schools.

Special Note for Fringeworthy

Most survivors think IDET is the new government’s relief service. The real origin of the Fringeworthy is a secret among themselves and a small number who know they come from another Earth.

While hostile at first, the survivors knew a good thing and began to flock to the area for aid and a safe place to settle.

It has been two years since the collapse and destruction caused by Rogue 417.

Portsmith

Portsmouth is the site of the portal warp located three miles east on a dirt road. The city of New Lucasville is a second center of population. Radios and an amateur TV station link Portsmouth to the Lucasville school/medical center. An abundant supply of stored coal and the remains of the Ashland refineries powers electric generators for both cities.

Columbus

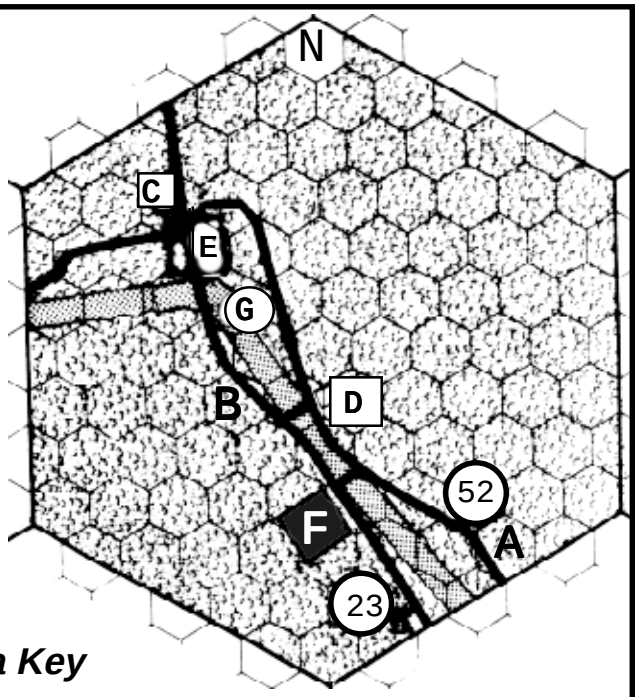
North is Columbus, mostly burned, swept clean of population the first year by the fallout from the Russian SS N 17 missile that dropped 1 of its 3, 500 kt. bombs on Marion. Now, with low radiation levels the area has attracted some survivors who have centered on the intact buildings of Ohio State University,.

Huntington

South is Huntington, West Virginia. For the last year it has been controlled by a small but very well trained vigilante group headed by a Warlord.

Survivors have described the city as an armed’ camp that turns outsiders away at the roads or bridges. Separated from Ohio by the Ohio River that forms a natural boundary, the city of Huntington is accessible only from the US 52 and US 52/90 bridges. Entry to Huntington from the river is-blocked by flood walls. The flood wall area is patrolled by jeep, dog and horse patrols with orders to shoot trespassers on sight.

Rumors abound that the rusted hulks of vehicles used to block the ends of the bridges are actually wired with explosive as a last defence. There is no doubt the rulers of Huntington are paranoid and wish to keep their community running. This shows in the dedication and training of the patrols that walk the river banks. Many men are recruited for this job and will lay down their lives to protect their family and loved ones.



Area Key

PORTSMOUTH (45 miles North of Huntington

(A) I-52 South (Ohio)
(B) I-23 South (Kentucky)
(C) Militia Headquarters
(D) Coaltown
(E) Portsmouth
(F) Ashland
(G) Ohio River

Close Towns

little surrounding towns dot the countryside in the vicinity of these population centers. Most of these towns are uninhabited or have a population of 1 or 2 at best..

Ashland

On the other side of the Ohio river, just South of Coaltown, is the small survivor camp community of Ashland, Kentucky

Ashland has a population of 175 headed by a harsh, spiritual leader named Jeremiah. Now returning to a simpler time, the Ashlanders are dismantling and erasing the Higher Tech of their city.

Avoided by Survivor, Fringeworthy, and the Warlord, they keep to themselves unless threatened. They are beginning showing the bad habit of attempting to capture and jail travelers who break their odd laws simply by passing through,.

Dumping

A weekly, prayer meeting is held on Sunday after which, captured Vehicles, Trespassers Books, and High Tech are dumped in the Ohio River. While never killing their victims, they are a constant nuisance as their zealous missionaries are captured in Coaltown and dumped in the Ohio on Monday. There are some rumors of Jeremiah becoming more vicious in his talks, speaking of "Stoning the devil, his toys, and followers." If these Anti-Techies manage to link up with more of their kind, or expand, the entire area's recovery could be set back.

Battle at Coaltown

At 2:40 a major battle in Coaltown is reported from a horseman who rides into Portsmouth yelling "it's a full mechanized attack". Close questioning of the rider verifies that 3 heavy trucks, 2 jeeps, and 25 men were responsible for the burning of the Coaltown community center,

Coaltown

Excited at first, the people of Coaltown will calm and tell of the Warlord himself, coming into town and demanding 600 gallons of diesel fuel stored at the community center.

When refused by an angry townsman, the Warlord simply drew his pistol and shot the mayor in the shoulder.

Recently armed by the Fringeworthy, the outraged townsmen began to return small arms fire to the amazement of the Warlord who had disarmed them some time before.

When the fuel was accidentally destroyed the Warlord stopped fighting and returned to his city less three people and an alcohol burning jeep. The jeep is repairable in d4+6 hours.

Helping Coaltown

The Coaltown townsmen request a radio and heavier arms. If given these weapons, they will create their own militia that day. They also request a few, light anti-tank weapons, grenades, and explosives to deal with the return of vehicles from Huntington.

Special Note for Fringeworthy

Most survivors think IDET is the new government's relief service. The real origin of the Fringeworthy is a secret The Fringeworthy can easily obtain and give these to the militia. ' What the militia really plans is a return raid within a few days. If successful, this will anger the Warlord into using more than a hundred of his men to burn Coaltown.

If left alone for a few days the Coaltown militia will radio the Fringeworthy of the capture of a Huntington Militia Man in his jeep who rode into town. The

Fringeworthy will arrive as the townsmen are preparing to lynch the captive.

The Offer

If saved, he offers to buy or trade for any diesel fuel from the Fringeworthy, If refused, he asks to be escorted to the Ohio border just outside of Huntington. If taken into the city, he offers a truce and safe entry into Huntington to Bee the Warlord. If accepted, it will be a simple, overwhelming numbers trap, to get the IDET or National Guard vehicles.

Survivors will be released back in Ohio. If trade for fuel is arranged it will be on the bridge between Huntington and Ohio. The Warlord will come out for this. He will arrive in a M113 armored, personnel carrier.

The Warlord

The Warlord is a mystery man who runs the city of Huntington with an iron fist. Only his closest aids know he was a Marine Major who broke orders and brought anti-Rogue serum to Huntington He will never explain his actions. Rumor hints of his working for the Russians because of his secret, “Rooskie” jet west of town.

Popular Support

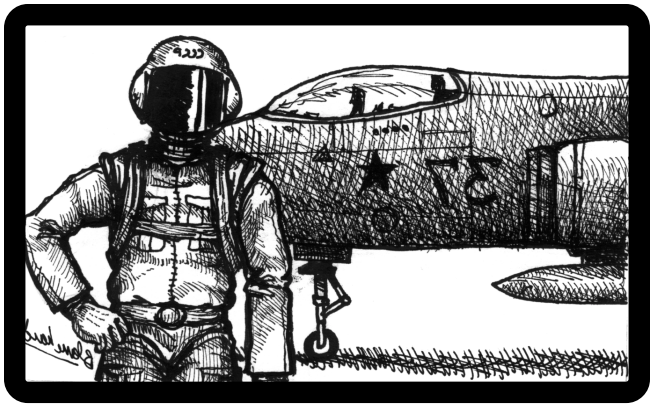
While the citizens of Huntington do not like being governed by the Warlord, they can’t think of anything bad he has done other than eliminate crime, waste, and many, small community nuisances. While laws are harsh, life has steadily improved,.

Motives

Your players should realize this very slowly. While an ogre if not understood, the Warlord only does logical things.

Given time or the truth of who the ‘new government’ or Fringeworthy are, he will cautiously meet them and talk. He is leery of government officials. His predominant concern is with Huntington, its safety, and the critical threat of the Snyder missile.

He desperately needs fuel for 4, M113, armored personnel carriers. With these he is sure of victory in the direct assault of the town of Snyder and its better armed militia. He will not ask for help nor will refuse it if offered’. ‘Only a select handful and an informer know of the Snyder Nuclear Facility.



The Russian

A Russian stealth, VTOL jet is under close guard at the Tri-City airport just outside of town. It is the property of Yuri Sarnov, a Russian pilot who hoped to escape Rogue. He was the guest and friend of the Major until captured. The jet only needs fuel for operation. A general, jet piloting skill of 17 is required to operate this prototype craft’. Yuri would be lynched by townsmen if set free. Many blame the Russians for Rogue 417 and the nuclear bombing of several US cities.

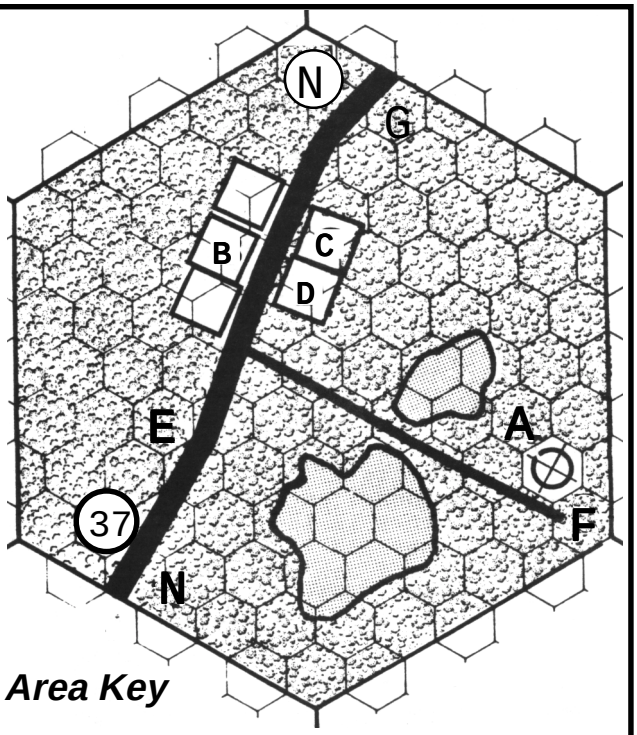
Snyder

Snyder, 50 miles South of Huntington, was a quiet town until the plague. After Rogue 417 it began to regroup under the leadership of Jackson “Big Jack” Reiner, a retired Marshall. From the close, military installation, Jack has drawn equipment and a close following who believe his harsh brand of justice is necessary.

Reiner will shoot survivors not up to his standards or those with no usable skills for the community. The population of 270 live in a climate of fear, ever watched and judged my the Snyder Police Force. Police in name only, these thugs are the backbone of terror to the surrounding communities. The Warlord and others would have banded to destroy this menace except for the hostage and what Reiner calls his ‘Nest Egg.’ Everybody knows he has a small nuke base.

The Hostage

On a raid Reiner’s “boys” captured Yuri Sarnov five months ago.



Area Key

SNYDER (50 miles South of Huntington)

(A) Hedge Farm
(B) Snyder Town Area
(C) Militia HQ
(D) Arsenal
(E) Farms
(F) Silo ABCD

(G) North to Monaville (4 miles)
(H) South to Barnabus (4 miles)

Hedge Farm

The only difference between Hedge farm and the surrounding farms Is the ten-foot, cyclone and barbed-wire fence that surrounds it.

Inside, the house is normal until you find the back, closet elevator to the launch, control bunker below. The missile bunkers (4) are connected by 500 foot tunnels. Of the missiles, only one is ready,. Six of the “boys” always guard the missile and the “Ruskie” pilot who is chained under the missile.

Dealing with Jack

One way to deal with the situation is to attempt to deal with Jack and appeal to his vanity. If he thinks the Warlord of Huntington is afraid of him, he may deal and trade the Russian for fuel or weapons. This will be a touchy procedure at best.. Reiner knows he has working nukes and will bluff his way to a better position no matter the cost.

What he doesn’t know is the birds sitting in the silos are a year out of maintenance and at best, barely launchable. Retargeting the missiles are a serious problem for his single living technician Steve Duncan. What Duncan isn’t telling Reiner is he has no idea of how to reprogram the system and the changes he has made are at best random locations between the US and the Russian Heartland.

Silo C

Convinced Huntington is an advanced base for the Russian invasion of the US, Reiner is in a race to use the last missile to destroy it..

The 4 warhead MIRY has been altered to hit Huntington, or so he thinks. The work Duncan was less than adequate.

Reiner is a few cans short of a six pack. The Warlord knows this plan and is trying to organize a raid on the farm with his limited equipment and lack of knowledge on disarming a Mirv.

Attacking the Farm

If an attack is obvious, Big Jack will guard the missile himself with 5 of his most trusted men. Each has an ACC = 10 +d6. If Big Jack is cornered in the bunker he will threaten to launch the missile, or if it is damaged, try to detonate the missile in its silo, rather than see it fall into enemy hands. Jack needs himself and another to turn the launch keys successfully.

LAUNCH

01-25	Missile detonates in silo and destroys the MIRV A 03% chance of warhead detonation.
26-50	Missile launches in random direction to fly d100 miles.
51-75	Missile launches, travels in random direction 5 xd100 miles.
76-85	Missile launches, achieves d10 x1000 foot altitude before falling directly back 4d10 miles from Snyder.
86-95	Missile launches to its Soviet target’.
96-98	Missile does nothing,,
99-00	Missile launches on target, falls back to within d10 miles of Huntington

MIRV

01-05	Missile MIRVS as planned.
06-24	Close (2x d1O mile) spread.
26-50	Far (4x d10 mile spread.
51-99	Fails to MIRV
00	Warheads MIRV in 4 random directions, d100 miles from the target point,

WARHEAD(S) (20 Kilotons per))

01-25	High Air Burst, No Effects
26-40	Low Air Burst
41-50	Surface Burst
51-99	Fails, Shatters on impact,.
00	Fails, impacts intact.

Solutions

01	Destroy the Warhead with explosives. (Messy, Hot, but effective)
02	Take the town and Reiner. (Hard without a lot of careful planning and losses,)
03	Detonate the Missile and hope it doesn't detonate the warheads and destroy Snyder.
04	Launch and hope it fails.
05	Make a deal with Steve Duncan to pull the arming triggers.
06	Make a deal with Jack Rainer or cause internal strife that could get him removed from power by his own people.

Mutant Disease

As the Bio War labs were opened by the scavenging survivors a host of new, or mutant man-made diseases were released. The first table listed is the disease's victim. Use these in conjunction with Fringeworthy or Bureau 13: Stalking the Night Fantastic.

Victim

01-75	Humans in General
76-85	Animals, Livestock
86-90	Plants, Specific Type
91-95	Specific Animal
96-98	Elderly Humans
99-00	Human Children

Method

Choose a generally known type of disease or infection. Change it's general structure by rolling on the tables below. Check for the chance of transmission, then the way it is transmitted Use tables in the RPG's Fringeworthy or Bureau 13 to create the random morphology of new diseases.

Symptoms

01-50	No New Symptoms
51-75	New Symptom from Table A or B
76-85	New Symptom from Table C
86-95	New Symptom from Table D
96-98	New Symptom from Table E
99-00	New Symptom from Table F

Transmission

		MODIFIER
01-25	Decreased Transmission	-10%
26-50	Same Transmission Rate	+0%
51-75	Slightly Increased	+05%
76-85	Increased	+10%
86-95	Highly Increased	+20%
96-98	Almost Certain	+40%
99	Certain	+80%
00	Automatic	+98%

Vector

01-95	Same Vector
91-98	New Vector
99-00	Two New Vectors

Time

The new duration changes any 'Time Charts' related to the infection,

01-05	Increase Times	by 50%
06-10	Increase Times	by 25%
11-50	No Time Change	
51-85	Decrease Times	by 25%
86-97	Decrease Times	by 50%
98-00	Decrease Times	by 75%

Lethality

Modify the lethality percentage for untreated disease.

		MODIFIER
01-05	Decrease Lethality	-20%
06-09	Decrease Lethality	-05%
10-20	No Increase	
21-75	Increase Lethality	+20%
76-85	Increase Lethality	+30%
86-95	Increase Lethality	+40%
96-98	Increase Lethality	+60%
99-00	Increase Lethality	+80%

REMEMBER

These changes can be modified by the GM to fit the campaign or seriousness of the Disease.

Weakness

		FIGHT INFECTION	
01-05	Increased	Weakness	+02
06-10	Increased	Weakness	+01
11-20	No Change		
21-75	Decreased	Weakness	-01
76-85	Decreased	Weakness	-02
86-95	Decreased	Weakness	-03
96-98	Decreased	Weakness	-04
99-00	Super Infection	Weakness	-05

Plant Diseases

Plant diseases include blights that kill or cripple production by a d100% of the expected crop yield. Usually tailored to destroy a specific type of plant, they often kill closely related species, Plant diseases can include wheat rust, potato blight, or virus that changes growth rates destructively or just kills.

Animal diseases work on the same principal of specific type or general species. Many of these are also communicable to people who farm or work with infected animals.

Example
A simple example of an altered disease is an animal specific.

CHICKEN FEVER Transmission: 01

Chance:	35%	Duration:	d4 days
Symptoms:	A4,B14,C9	Critical:	1 day
(virus)	D3,E10	Weakness:	03

25% chance untreated, Chicken Fever kills.

CHICKEN FEVER II Transmission: 01

Chance:	45%	Duration:	d4 days
Symptoms:	A4,B14,C9	Critical:	1 day
(virus)	D3,ElO,D8	Weakness-	03 (-2)

55% chance untreated, Chicken Fever kills.

NOTE

The new strain is stronger, more resistant to use antibiotics , more communicable, and much lethal to chickens than before,

We do not recommend using the Fighting Infection tables for masses of farm animals, rather, we show this as a specific example.

General Use

Farmer Birdwell and his 100 chickens have survived Rogue 417, Six months later he has created a thriving, egg trading business with his neighbors Everything is fine until some fool opens that government building a few miles down the road and opens some sealed containers. Chicken Fever II will kill 55 of his chickens," The player, with rooster to go decides to use the full, Fighting Infection tables to save the bird After the creation of a constitution for the bird, he rolls a d2O every two hours with a -3 modifier until the rooster dies 14 hours later. At 24 hours the bird would have broke the infection and recovered.

Weapons

PISTOL Semi-Auto "H.S. Sharpshooter"

ROF	1or2	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+3	+2	+2	-1	-3	-7
CAP	10+1	WTE	2.5	EFFECTIVE				EX+	
CIR	1960	MIS	1%d		3d			1d	
HSM	-	KDM	-	SPC (cgk)					

An older but popular .22 call., sporting or target pistol.. (*..22 Long-Rifle*)

PISTOL Semi-Auto "KG-99"

ROF	lor2	AMO	FGHJ	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+1	+3	+2	+0	-4	-7
CAP	36+1	WTE	3.0	EFFECTIVE				EX+	
CIR	1983	MIS	1%d		4d			1d	
HSM	+1	KDM	-	SPC (ghjn)					

With an outstanding magazine capacity,the KG-99 is a superior "assault" pistol. An older version exists which can be converted to full auto, (CYC 25a), though this was illegal before Rogue 417. (*9mm Parabellum*)

PISTOL Semi-Auto "H & K P9S"

ROF	lor2	AMO	FGHJP	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+3	+2	+2	+0	-3	-7
CAP	7+1	WTE	2.0	EFFECTIVE				EX+	
CIR	1970	MIS	1-td		3d			1d	
HSM	-	KDM	+3	SPC (cdgk)					

A prime example of German engineering, this weapon, in other calibers, has been used by many anti-terrorist units. (*.45ACP*)

REVOLVER Single Action "Saturday Night Special"

ROF	lor2	AMO	CDEG	PB	VS	SH	ME	LO	EX
ROL	b	CYC	n/a	+3	+1	+0	-2	-5	-11
CAP	6	WTE	1.0	EFFECTIVE				EX+	
CIR	1965	MIS	5%g		3d			1d	
HSM	-	KDM	-	SPC (abp)					

The common handgun used for protection and by criminals. May befound in a multitude of styles and variablefunctional conditions,though invariably poor. (*.38 Special*)

PISTOL Single Shot "T-C Contender

ROF	1	AMO	below	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+2	+3	+4	+2	-3	-5
CAP	1	WTE	2.5	EFFECTIVE			EX+		
CIR	1967	MIS	1%d						
HSM	below	KDM	below	SPC (ghjkn)					

A popular, hunting hand gun which offers the challenge of a single shot and the versatility of interchangablebarrels which change the caliber. (* below *)

CALIBER	AMO	EFF	EX+	HSM	KDM	SPC
.22 LR	CDE	3d	ld	-	-	-
.357 Magnum	GHJOP	4d	ld	+2	+1	d
.45 Colt	c	4d	ld	-	+4	d
5.56mm	FGI.	3d	ld	+4	-	e
.44 Magnum	DJOP	5d	2d	+3	+4	f
.577 F	FM-Q	5d	3d	+4	+5	f
.30-30	0	4d	2d	+2	+1	f
9mm Para.	FGHJMP	4d	ld	+1	-	
.30 Carbine	FGIMP	3d	ld	+1	-	d
.50-70	CD	4d	2d	+2	+5	f

REVOLVER Single Action "F.A. Mini Revolver"

ROF 1	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL Bx7	CYC	n/a	+4	+3	-1	-5	-9	-13
CAP 5	WTE	.25	EFFECTIVE				EX+	
CIR 1980	MIS	1%g	2d				1d	
HSM -	KDM	-	SPC (bp)					

A remarkably small revolver which can be concealed on a large, belt buckle. The only disadvantage is that the cylinder must be removed for loading and unloading. (If SPC b, buckle not usable.) (*.22 tong Rifle*)

REVOLVER Black Powder "B.P. Mini Revolver"

ROF 1	AMO	B	PB	VS	SH	ME	LO	EX
ROL Ex4	CYC	n/a	+4	+3	-1	-7	-12	-18
CAP 5	WTE	.25	EFFECTIVE				EX+	
CIR 1980	MIS	5%b	2d				.50	
HSM -	KDM	-	SPC (p)					

Concealable like the FA Mini Revolver, the BP Revolver fires a ball, backed by a black powder charge & percussion cap, (*.22 Ball*)

REVOLVER Double Action "SPMC .357/9mm"

ROF 1or2	AMO	below	PB	VS	SH	ME	LO	EX
ROL B	CYC	n/a	+3	+3	+2	+0	-3	-7
CAP 6	WTE	2 5	EFFECTIVE				EX+	
CIR 1984	MIS	l%g	Below					
HSM below	KDM	below	SPC (bcjkl +below)					

A special sidearm modified by installing a cylinder capable of using seven different types of cartridges. (*below*)

CAL	AMO	EFF	EX+	HSM	KDM	SPC
.357 mag	GHJOP	4d	ld	+2	+1	ad
4mm mag	F	4d	ld	+2	-	d
.38 spec	CDEG	3d	ld	-	-	ad
.38 super	FH	4d	ld	+1	-	d
4mm para	FGHJMP	4d	ld	+1	-	-
,.380 acp	FP	3d	ld	-	-	-
.38 s&w	C	2d	ld	-	-	-

RIFLE Semi-Auto "AR-7"

ROF 1or2	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	+0	+2	+3	-1	-2	-4
CAP 8	WTE	2.0	EFFECTIVE				EX+	
CIR 1962	MIS	1%d	3d				1d	
HSM -	KDM	-	BPC (gij)					

The light-weight, survival weapon that can be disassembled and stored in its own stock. This weapon floats., (*.22 Long Rifle*)

RIFLE Lever Action "Marlin 39A"

ROF 1	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL C +CAP	CYC	n/a	-1	+1	+3	+2	-3	-5
CAP 19+1	WTE	6.0	EFFECTIVE				EX+	
CIR 1940	MIS	1%d	3d				1d	
HSM -	KDM	-	SPC (j)					

This rifle is an example of the common .22 rifle usedacross the US before gun control. (*.22 Long Rifle*)

RIFLE Semi-Auto "Remington Nylon"

ROF 1or2	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL C +CAP	CYC	n/a	-1	+1	+3	+2	-3	-5
CAP 15+1	WTE	4.0	EFFECTIVE				EX+	
CIR 1966	MIS	1%d	3d				1d	
HSM -	KDM	-	SPC (j)					

A popular and reliable rifle that loads through the stock. (*.22 Long Rifle*)

RIFLE Semi-Auto "Ruger 10/22"

ROF 1or2	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	-1	+1	+3	+2	-3	-5
CAP 10,25+	WTE	6.5	EFFECTIVE				EX+	
CIR 1970	MIS	1% d	3d				1d	
HSM -	KDM	-	SPC (gjmn)					

This weapon has become the "Poor Mants Assault Rifle". Accessories for the Ruger weapon are numerous and spectacular. (*.22 Long Rifle*)

RIFLE Lever Action "Marlin 1894C"

ROF 1	AMO	DJOP	PB	VS	SH	ME	LO	EX
ROL BxCAP	CYC	n/a	-1	0	+3	+2	-1	-5
CAP 9+1	WTE	6.5	EFFECTIVE				EX+	
CIR 1981	MIS	1%d	4d				2d	
HSM +2	KDM	+1	SPC (j)					

A reliable rifle to be companioned with a .357 Magnum revolver, (*.357 Magnum*)

RIFLE Bolt Action "Steyr/Manlicher SSG"

ROF 1	AMO	FGIM	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	-1	+0	+1	+5	+5	+3
CAP 5,10	WTE	10.0	EFFECTIVE				EX+	
CIR 1982	MIS	1%d	7d				4d	
HSM +5	KDM	+2	SPC (jm)					

An extremely reliable European, long range rifle with a flat finish and green fiberglass stock. Used as a sniper rifle. Include AMO types NQ. (*7.62mm NATO*)

RIFLE Semi-Auto "BLF Model 82"

ROF 1	AMO	FGI	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	-2	-1	+1	+5	+4	+2
CAP 12 +1	WTE	35.0	EFFECTIVE				EX+	
CIR 1984	MIS	1%d	11d				9d	
HSU +7	KDM	+8	SPC (ejm)					

Firing the same cartridge as the M2, .50 cal. machine gun , this "light" rifle is good at stopping vehicles. It's 5'3" length makes prone firing necessary. (*.50 cal.. M2*)

Modified 'Mini-14'

RIFLE Semi-Auto "Sterling Mk VI"

ROF 1or2	AMO	FGIN	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	0	+1	+2	+0	-3	-7
CAP 10,34	WTE	7.5	EFFECTIVE				EX+	
CIR 1983	MIS	1%d	4d				2d	
HSM +1	KDM	-	SPC (jo)					

Semi-automatic version of the old British L2A3 with a folding stock. (*9mm Parabellum*)

RIFLE			Semi-Auto						"C.A. Mark 45"
ROF	1or2	AMO	FGHJP	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+0	+1	+2	+1	-4	-8
CAP	30	WTE	8.0	EFFECTIVE				EX+	
CIR	1978	MIS	1%d		4d			1d	
HSU	-	KDM	+3	SPC (do)					

An inexpensive "Tommy Gun" look-alike, the Mk 45 is a common home defender. (*.45 ACP*)

Home Built Guns

HANDGUN			Home Made						
ROF	1	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+3	+0	-2	-5	-9	-15
CAP	1	WTE	1.0	EFFECTIVE				EX+	
CIR	1950+	MIS	5%F		3d			1d	
HSM	-	KDM	-	SPC (-)					

Dangerous but effective, the home-built gun is an effective weapon and almost always, until it misfires (90%), results in a critical failure. These weapons can be chambered for any one cartridge size. Example listed is for (*.22 Long Rifle.*)

SHOTGUN			Home Made						"Slam Bang Gun"
ROF	1	AMO	lmq	PB	VS	SH	ME	LO	EX
ROL	C	CYC	n/a	+0	+1	+1	+0	+0	+0
CAP	1	WTE	6.0	EFFECTIVE				EX+	
CIR	1940	MIS	5%f	See Below				See Below	
HSM	below	KDM	below	SPC (-)					

Using 12 and 20 guage shotgun shells for the slam bang gun Is a simple weapon made from a common Pipe and a weeks work.

SHOTGUN			Home Made						"Cigarette Gun"
ROF	1	AMO	Blm	PB	VS	SH	ME	LO	EX
ROL	E	CYC	n/a	0	+2	+1	-4	-9	-12
CAP	1	WTE	6.0	EFFECTIVE				EX+	
CIR	1700+	MIS	25%b	4d or below				1d	
HSM	-	KDM	+3	SPC (-)					

Even more primitive is the simple muzzleloading, pipe gun fired by a burning object placed in the touch hole. (*20 guage ball*)

SHOTGUN			Home Made						"New York Doublet'
ROF	2	AMO	lmq*	PB	VS	SH	ME	LO	EX
ROL	B x2	CYC	n/a	+3	+1	+0	-4	-8	-12
CAP	2	WTE	3.0	EFFECTIVE				EX+	
CIR	1970	MIS	l%b	See Below				See Below	
HSM	below	KDM	below	SPC (eh)					

A double barrel, shotgun cut into a large pistol which can be chambered for any 1 or 2 types of cartridges. Example listed is 20 guage shotgun. Both barrels fire Simultaneously.

Shotgun Notes

Listed in the new edition of Fringeworthy are shotgun AMO types LMQ. These are older edition codes. See table below.

COMMON			SHOT	SHOTGUNGUAGE			
SHOT TYPE			DIAMETER	10	12	16	20
l	000	Buck	.36"	12	8	6	3
11	00	Buck	.33"	16	9	7	4
12	0	Buck	.32"	15	12	9	5
13	1	Buck	.30"	20	16	12	7
14	3	Buck	.25"	37	25	22	15
15	4	Buck	.24"	54	27	25	21
m	BB	Shot	.18"	100	63	56	50
m6	7.5	Shot	.095"	700	438	394	350

Q Round Data for Shotguns

SHOTGUN SLUG	PB	VS	SH	ME	LO	EX
Damage (AMO Type D)	7d	6d	5d	4d	3d	3d
HSM Modifier	+3	+2	+1	+1	+0	+0
KDM Modifier	+9	+6	+4	+2	+0	+0

Quick Notes on Firearms

The data here is in the Tri Tac System format for weapons data. You can easily translate this data to your favorite game system. The following are codes used for a variety of information.

ROF

Rate of fire, number of times the weapon can be fired in 2 seconds.

AMO

General class of ammunition. Most are listed as F or Full Jacket, G or Tracer, L or ASP Tracer, and H as Armor Piercing.

ROL

Speed of Loading the weapon. The lower the alphabet, the slower the loading.

CYC

Cyclic action for automatic weapons, their Rate of Fire per action or 2 seconds.

CAP

Capacity, number of rounds in the weapon.

WTE

Weight of the weapon generally unloaded.

CIR

General year of first manufacture.

MIS

Chance of Misfire

HSM

Hydrostatic Shock Modifier

KDM

Knock Down Modifier

SPC

Special data for weapon.

PB VS SH ME LO EX

Point Blank, Very Short, Short, Medium, Long, Extreme range modifiers for the character's accuracy when using the weapon. Ranges are PB 01-05 ft., VS 06-25 ft., SH 026-100 ft., ME 101-500 ft., LO 501-1000 ft., EX 1000+'.

EFFECTIVE

Effective Damage of the Weapon between PB and LO. Under this is a number of dice of damage. Generally use a d10 for that dice type.

EX+

Reduced Damage of the Weapon at Extreme ranges. Under this second range is a number of dice of damage. Generally use a d10 for that dice type.

Area Control Sheet

LOCATION

Population

Subsistance

Temperamanr

Use of Tech

Tech Recovery

Powet Tech

Fuel Reserve

Government

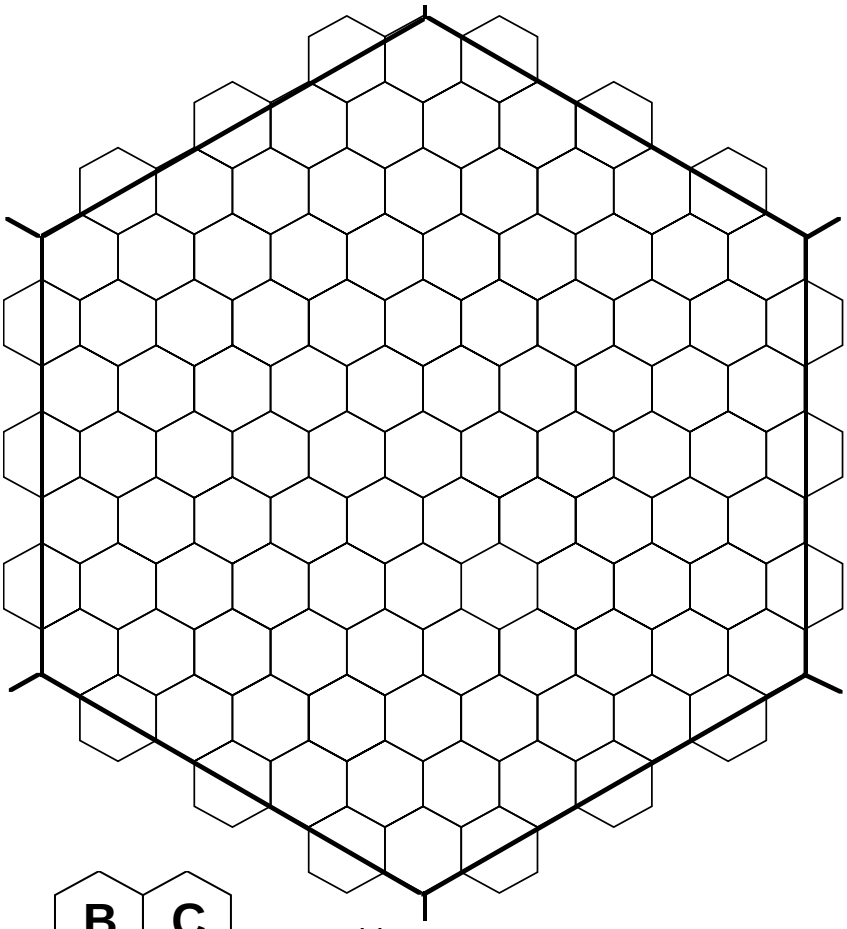
Motives

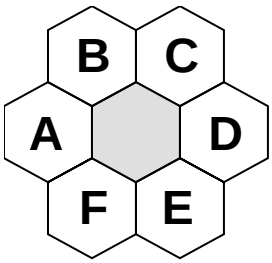
Problems

Justice

Popular Support

Town Bonus





Problems & Area Data

A_____

B_____

C_____

D_____

E_____

F_____

Problems

Notes

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The Lucky Ones are Dead

2010

As the flask of Rogue 417 smashed to the lab floor the technician quickly flooded the area with a bucket of antiseptic and called for help.

But this was the Middle East, a savage war zone where special equipment, trained personnel and ultra modern containment technology are lacking when desperation forces half trained biochemists to create new weapons for terrorism.

The technician died within hours and Rogue 417 was loose in the world to scythe a path of destruction and madness that was unparalleled in history.

Rogue 417 is a campaign setup for any Post Holocaust RPG. This book can be used with Tri Tac's Bureau 13 or Fringeworthy, as well as Timeline's Morrow Project. In Tri Tac's Ultimate Armageddon Guides you will find a wealth of data and detail for game play as well as many new ideas and utility for the GM.

Rogue 417
Ultimate
Armageddon
Guide #1

#1050

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